

BITSTRIPS FOR SCHOOLS

HTTP://WWW.BITSTRIPSFORSCHOOLS.COM/
STACEY PY FLYNN

LBSC642 Fall 2012
http://lpsc642.ahnjune.com/

Having Fun with
Comics in the
Classroom!



INTRODUCTION

Comic strip generators are a popular and exciting way to engage students in curricular subjects while tapping into creative and critical thinking skills when comics are used as an assessment tool.

As well, this technology provides opportunities for differentiated instruction for a variety of learning styles and provides supports for ELL and SPED students. With integration across multiple disciplines such as art, graphic design, language arts and writing, lessons can be easily adapted for most any curricular area in keeping with current trends set by the Common Core curriculum. And, it's really fun.

Because it is subscription-based, "Bitstrips for Schools" offers a secure environment that ensures student privacy; however, instructors have the option of allowing the use of social media for sharing and commenting on projects. A robust library of scenes, props, graphic design tools and photos provide a rich "kid-appeal" experience, unlike the somewhat limited versions found on free sites.

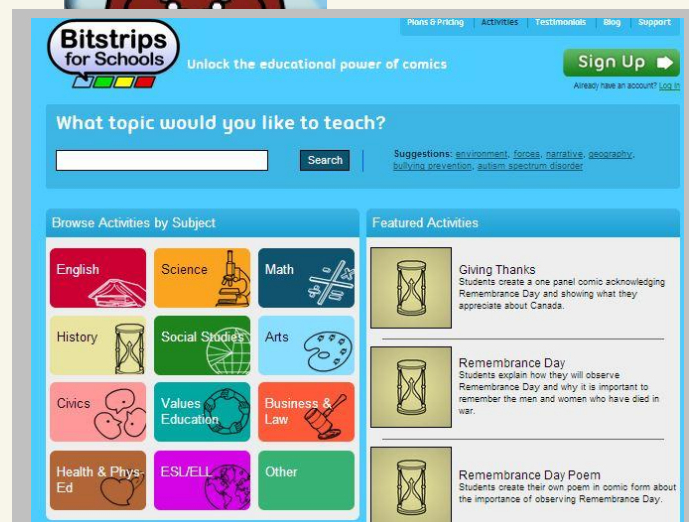
CURRICULUM CONNECTIONS

Lesson Ideas:

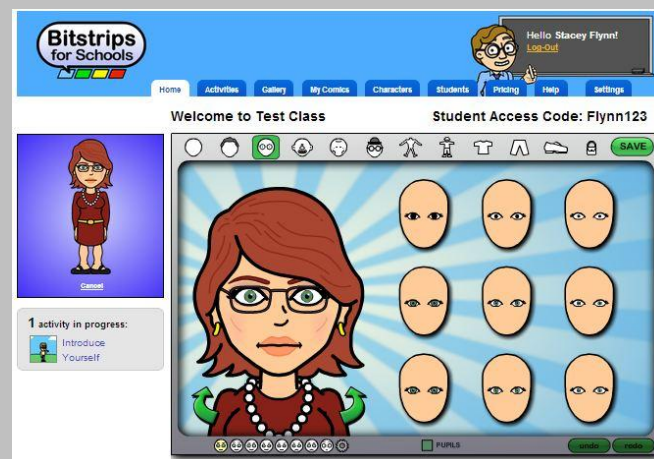
Have ELL students practice writing dialogue for two or more characters.

For science class, have students create Earth Day cartoons, promoting awareness by posting them around the school.

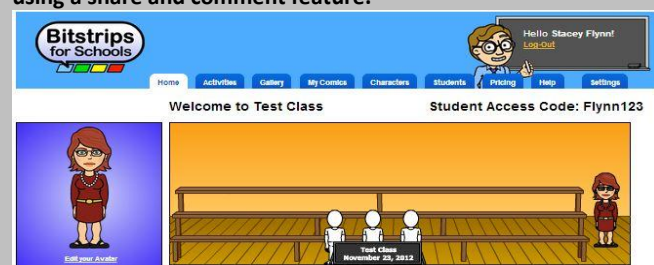
In Language Arts or Social Studies, students can create a short scene from the life of a historic figure as part of biography project.



Teachers benefit from a growing library of activities and lessons searchable by content area.



The intuitive, well-designed interface makes for fun classroom experiences. Teachers can manage their classroom activities using a share and comment feature.



BITSTRIPS FOR SCHOOLS

[HTTP://WWW.BITSTRIPSFORSCHOOLS.COM/](http://www.bitstripsforschools.com/)
STACEY PY FLYNN

Having Fun
with Comics in
the Classroom!



LESSON PLAN – STEP BY STEP

“Remixing and Retelling Fairy Tales”

Grade level: Third and Fourth

Length: 3 - 4 days

Preparation: Set up your profile and classroom within Bitstrips and create a login for each student. Gather picture books of fairy tale classics, one per student.

Step 1: Activator: For a Read-Aloud, choose a retelling/remixing of classic fairy tales with an updated ending and read it to the class. (Example: *The Stinky Cheese Man and Other Stupid Fairy Tales* by Jon Cieska). Ask students if they can think of a familiar fairy tale they'd like to update with a new ending or different plot twist.

Step 2: Distribute picture books and sticky notes among students to use for creating their story. Ask them to mark their books with sticky notes for key scenes they want to include in their comic.

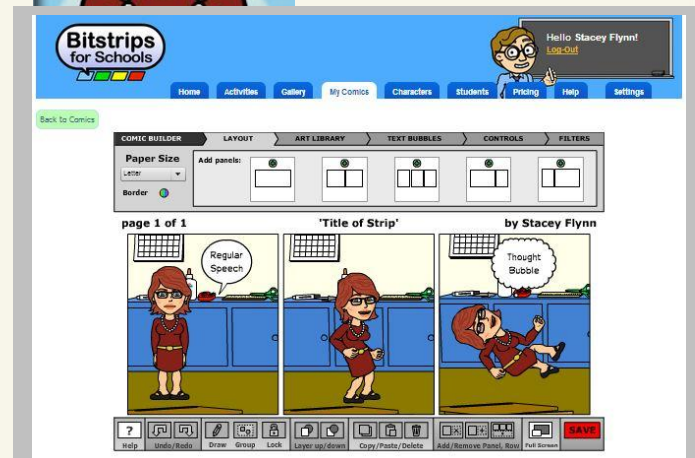
Step 3: Dismiss students to computers and help them log in. Using projection system, demonstrate use of the interface showing how to grab characters, scenes and dialog boxes.

Step 4: Circulate among students to assist them as needed.

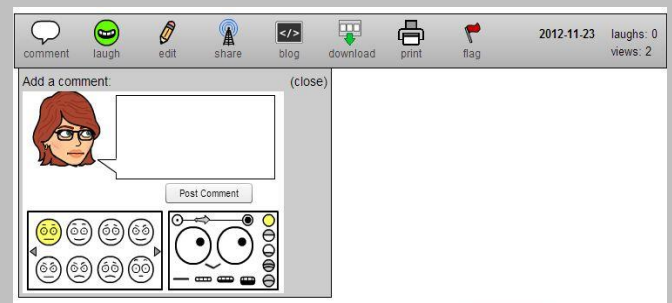
Step 5: At the end of each day, review student progress in the Bitstrips classroom and provide feedback, supports or accommodation where appropriate.

Assessment: Students will submit their work and also write at least two comments on other student's work.

Extension: Create a gallery of student work on school website for parents to view by exporting the cartoons from Bitstrip in html or jpg format.



User-friendly storyboard with drop and drag elements keeps students engaged and focused on their stories and writing.



When the cartoons are complete, there are numerous ways to share: print, download, embedded html and social media. There is even a classroom gallery where students can comment on each other's work.

Objectives for this lesson are in alignment with [NETS-ISTE Standards](#)

Standard 1. Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and processes using technology. Students:

- apply existing knowledge to generate new ideas, products or processes
- create original works as a means of personal or group expression